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(54) MULTI-DIMENSIONAL CONTROL OF LIGHTING PARAMETERS

MEHRDIMENSIONALE STEUERUNG VON BELEUCHTUNGSPARAMETERN

COMMANDE MULTIDIMENSIONNELLE DE PARAMETRES D'ECLAIRAGE

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Description

[0001] This invention relates to the field of lighting systems, and in particular to a multi-dimensional control system for varying lighting parameters.

[0002] The lighting of an environment has a significant effect on the ambiance associated with the environment. Environments conducive to reading are typically brightly lit; environments conducive to romance are typically dimly lit; and so on. In addition to the luminance level, the chromatic content also affects the ambiance of the environment. A yellow or red tinted light is generally considered to be "warmer" than a blue tinted light. Similarly, the saturation (white content) of the light and other parameters, such as the degree of dispersion of the light, will affect the ambiance.

[0003] Conventional lighting systems use variable control switches to set the parameters for the desired lighting effect. In a home environment, different on/off switches or variable dimmers are used to control each light or set of lights to achieve the desired effect. In a theatre environment, a control panel containing numerous sliding or rotating controls knobs is typically used to achieve the desired effect.

[0004] European Published Application 0192882, "LIGHT SOURCE HAVING AUTOMATICALLY VARIABLE HUE, SATURATION, AND BEAM DIVERGENCE", filed 30 October 1985, discloses a light fixture wherein different filters and lenses can be oriented relative to a source of white light to vary the hue, saturation, and divergence of the projected light, and is incorporated by reference herein. As in typical embodiments of the era, the control panel for the variable light source includes sliding and rotating control knobs.

[0005] Increasingly, computers are being used to store sets of lighting parameters that can be recalled via a single command to achieve a desired effect.

[0006] U.S. Published Patent Application 2003/0057887, "SYSTEMS AND METHODS OF CONTROLLING LIGHT SYSTEMS", filed 13 June 2002, discloses a multi-light system wherein the color and intensity of each light, or sets of lights, is controlled from a central controller via wireless communications, and is incorporated by reference herein. A graphic representation of the environment being controlled is preferably used to select and assign control parameters for each light or set of lights. These parameters are stored in a file, and "played back" (i.e. read from the file and communicated to the lights) when desired. The playback may be initiated directly by a user, or programmed to occur according to a defined schedule.

[0007] A lighting control system according to the preamble of claim 1 is known from DE-199.42.177. In this known device, the input device is configured as a joystick.

[0008] It is an object of this invention to provide an interface for controlling multiple parameters of a light source. It is a further object of this invention to provide an interface for controlling multiple parameters of a light

source that is compatible with both manual and computer controlled lighting systems. It is a further object of this invention to provide an interface for controlling multiple parameters of a light source that is easy and intuitive to use, and provides feedback during use.

[0009] These objects and others are achieved by the characterizing features of claim 1. A track-ball that provides three axes of rotation, for example, is used to control each of three lighting parameters, such as chrominance, luminance, and saturation. In like manner, intensity, direction, and diffusion control may be controlled by a device with three degrees of freedom/control. Force-feedback is provided to indicate divergence from established presets or recommended operating conditions. Switches and other control elements are also provided to store or recall preset parameters, override scheduled lighting settings, and so on.

[0010] The invention is explained in further detail, and by way of example, with reference to the accompanying drawings wherein:

FIGs. 1A-1E illustrate example embodiments of a three-dimensional track-ball for use in this invention. FIG. 2 illustrates an example block diagram of a lighting control system in accordance with this invention. FIG. 3 illustrates an example flow diagram of a lighting control system in accordance with this invention.

Throughout the drawings, the same reference numeral refers to the same element, or an element that performs substantially the same function. The drawings are included for illustrative purposes and are not intended to limit the scope of the invention.

[0011] The invention includes a multi-dimensional input device that is used to control multiple parameters in a lighting system. For ease of presentation and understanding, the invention is presented using a track-ball as a paradigm for a multi-dimensional input device. One of ordinary skill in the art will recognize that any of a variety of multi-dimensional input devices may be used, including, for example, a conventional joystick, mouse, and so on, as well as more advanced devices, such as virtual-reality (VR) gloves, suits, headgear, and so on. One of ordinary skill in the art will also realize that although a track-ball is a "relative location" or "motion-based" input device, like a mouse, the principles of this invention are equally applicable using an "absolute location" or "position-based" device, such as a graphics tablet wherein the absolute location of a pointing device on the surface of the tablet defines a two-dimensional coordinate. In like manner, the term "dimension" is used herein in the general sense, and includes any distinguishable aspect about which motion can be detected. For example, in a three-dimensional space, the dimensions may be up-down, left-right, and forward-back; in a spherical space, the dimensions may be roll, pitch, and yaw; in a fixed space, the dimensions may be stress and torque; and so on.

[0012] FIGs. 1A-1E illustrate example embodiments of a three-dimensional track-ball for use in this invention. FIG. 1A illustrates an example ball 100 that can rotate in any combination of directions 101, 102, 103. This ball 100 may contain internal inertial sensors that report movement of the ball 100, but in a more traditional embodiment, the ball 100 is mounted in a base 110 that includes sensors 111, 112, and 113 that are configured to report motion in each of the directions 101, 102, 103, respectively, as illustrated in FIG. 1B. The example sensors 111, 112, and 113 include rollers that are tangent to the ball 100, and rotate in each of three orthogonal directions, and sensing devices, such as optical pickups that communicate pulses or other signals corresponding to the rotation. A controller (150 of FIG. 2), discussed further below, receives these signals, from which a magnitude of movement of the ball 100 can be determined.

[0013] FIG. 1C illustrates another aspect of this invention, wherein a feedback element 120 is included in the multi-dimensional input device. For ease of understanding, the feedback element 120 is illustrated as being movable in a direction perpendicular to the surface of the ball 100, so as to exert a force that provides resistance to the rotation of the ball. One of ordinary skill in the art will recognize that other arrangements can be used to provide more selective feedback; for example, an arrangement that resists motion of the ball in a particular direction or combination of directions. In like manner, if a VR-glove is used as the multi-dimensional input device, the tension on elements of the glove can be selectively controlled to resist, or assist, motion in particular directions.

[0014] FIG. 1D illustrates another aspect of this invention, wherein a switch device 130 is included in the multi-dimensional input device. In this example, the switch device 130 may be a microswitch that is located beneath the ball 100, and reacts to vertical pressure being exerted on the ball by a user. Other switch arrangements will be obvious to one of ordinary skill in the art, including switches that are independent of the ball 100.

[0015] FIG. 1E illustrates another aspect of this invention, wherein a light element 140 is included in the multi-dimensional input device. In this example, the ball 100 is translucent, and the light element 140 is configured to project light to the ball 100 based on parameters determined by motion of the ball 100. Preferably, the projected light corresponds to the lighting effects that the multi-dimensional input device is producing, or will produce, in an actual environment.

[0016] FIG. 2 illustrates an example block diagram of a multi-dimensional light controller in accordance with this invention. A controller 150 receives signals from motion sensors 111, 112, etc. in a multi-dimensional input device. Note that although the reference numerals correspond to the motion sensors in the example track-ball of FIG. 1, for ease of understanding, these sensors in FIG. 2 correspond to any sensor in a multi-dimensional input device, such as inertial sensors, tension sensors, proximity sensors, and the like.

[0017] The controller 150 processes the signals from the sensors 111, 112, as well as from any switches 130, as discussed further below with respect to FIG. 3, to determine light-parameter values corresponding to the signals from the input device. The controller 150 communicates these parameters to a light controller 250 that is configured to apply the appropriate control to one or more lights 211 corresponding to these parameters. For example, rotating the ball 100 of FIG. 1A in direction 101 may control the brightness or luminance of the lights, rotating the ball in direction 102 may control the color or chrominance of the lights, and rotating the ball in direction 103 may control the whiteness or saturation of the lights. If there are more controllable features on the lights than dimensions available on the multi-dimensional input device, a switch 130 may be configured to reassign the mapping of the input signals to particular light-parameter values. For example, a set of inputs that control the flashing, blinking, or sequencing of the lights may be enabled by controlling a switch on the input device.

[0018] The communication between the controller 150 and the controller 250 may be via any of a variety of wired or wireless means, including direct connection, radio, infrared, and so on. In a preferred embodiment of this system, the input device and the lighting system are each compatible with a home-networking protocol, and the controllers 150, 250 communicate via a corresponding home-network. In a self-contained system, the controllers 150, 250 may be included within the same device, and, in some embodiments, the controllers 150, 250 are embodied as a single processing device, and the 'communication' of the parameters is via registers or memory elements within the processor as each functional block of software code is executed.

[0019] The controller 150 is also optionally configured to control a feedback device 120, as discussed further below.

[0020] In a preferred embodiment of this invention, sets of defined parameter values are stored as presets 220, to allow a user to quickly set the lights 211 to achieve a predefined effect. This preset option may be provided within the multi-dimensional input device, or within the lighting control. In either embodiment, the multi-dimensional input device includes a control, typically a switch 130, that allows the user to store the current parameters as a preset 220. If multiple presets 220 are provided, the switch 130 may be configured to enable one of the dimensions of the input device to 'scroll' through each preset. As noted above, the input device may include a light 140 that is also controlled by the light control 250. Optionally, the controller 250 can be configured to control the light 140 independently of the lights 211 while the user is scrolling through the presets, or otherwise searching for a desired effect. When the user signals that the desired effect has been achieved, as shown by the light 140, the controller 150 enables the light controller 250 to apply the same settings to the lights 211. The controller 150, or the controller 250, also optionally includes a

scheduler that is configured to activate a preset 220 at a given time, or a sequence of presets 220 at scheduled times.

[0021] FIG. 3 illustrates an example flow diagram for use in a controller 150 in accordance with this invention. At 310, the controller detects activity from one or more sensors or switches on a multi-dimensional input device.

[0022] When an activity is detected, the controller executes the loop 320-335 for each dimension of the input device. In a preferred embodiment of this invention, the controller allows a user to selectively enable one or more of the input dimensions, so that, for example, the user can choose to only affect the luminance of the lighting system, and keep the other lighting effects fixed at their current setting. At 335, each dimension is checked to see if movements in that dimension are enabled to affect its corresponding parameter. If it is enabled, the lighting-parameter corresponding to the enabled direction is updated, based on any movement in the enabled direction.

[0023] After all of the input dimensions are processed, the controller processes each switch input, via the loop 340-355. Depending upon the current mode of the input device, some switches may be disabled from affecting the operation of the input device. At 345, each switch is checked to see if it is enabled, and if so, the operation controlled by the state of the switch is executed, at 350. As noted above, a switch may effect the storing or recall of preset parameters, thereby storing or overriding the lighting-parameter values set at 330.

[0024] After all of the switches, if any, are processed, each lighting-parameter is applied to the lighting system, via the loop 360-375. At 365, the lighting-effect corresponding to the parameter is controlled. As noted above, this control may affect the luminance, chrominance, saturation, etc. of the entire lighting system, or it may be limited to select lights, such as an optional light source in the input device, depending upon the current mode of the input device, or the current mode of the lighting system.

[0025] At 370, the controller optionally controls one or more feedback devices based on one or more of the lighting-parameters. For example, the failure rate of most lights is dependent upon the luminance level. A feedback device could be configured to provide increasing resistance to a continued increase in luminance, to discourage high luminance levels. In another example, the resistance could increase based on the difference from a selected preset. Similarly, using an 'expert systems' approach, the resistance could be based on sets of rules provided by the user, or provided by third-party experts in lighting effects. Such an expert system approach is particularly well suited for use in a professional lighting setting, such as a theatre, to reduce the likelihood of errors, and/or to reduce the amount of skill or training required to operate the system.

[0026] After all of the parameters are applied to the lighting system and optional feedback system, the controller returns to 310 to receive the next input from the

input device and to repeat the above process.

[0027] The foregoing merely illustrates the principles of the invention. It will thus be appreciated that those skilled in the art will be able to devise various arrangements which, although not explicitly described or shown herein, embody the principles of the invention and are thus within the scope of the following claims.

[0028] In interpreting these claims, it should be understood that:

several "means" may be represented by the same item or hardware or software implemented structure or function;

each of the disclosed elements may be comprised of hardware portions (e.g., including discrete and integrated electronic circuitry), software portions (e.g., computer programming), and any combination thereof;

hardware portions may be comprised of one or both of analog and digital portions;

any of the disclosed devices or portions thereof may be combined together or separated into further portions unless specifically stated otherwise.

Claims

1. A lighting control system comprising:

- an input device (1A-1E) that is configured to detect motion in a plurality of dimensions (101-103), and
- a controller (150) that is configured to:

map the motion in each of the plurality of dimensions (101-103) to corresponding lighting-parameters, and communicate one or more of the lighting-parameters to a lighting system (250), to effect a change of lighting-effects at one or more lights (211, 212, 220), corresponding to the one or more lighting-parameters;

characterized in that

the input device (1A-1E) includes one or more feedback elements (120) that are configured to restrict the motion in one or more of the plurality of dimensions (101-103), and the controller (150) is further configured to control the one or more feedback elements (120) based on the lighting-parameters.

2. The system of claim 1, wherein the controller (150) is configured to control the one or more feedback elements (120) based on one or more of:

- one or more rules associated with one or more of the lighting-parameters, and

- a difference between one or more of the lighting-parameters and one or more predefined lighting-parameters (220).
3. The system of claim 1, further comprising the lighting system (250). 5
4. A lighting control system comprising:
- an input device (1A-1E) that is configured to detect motion in a plurality of dimensions (101-103), and 10
 - a controller (150) that is configured to:
 - map the motion in each of the plurality of dimensions (101-103) to corresponding lighting-parameters, and 15
 - communicate one or more of the lighting-parameters to a lighting system (250), to effect a change of lighting-effects at one or more lights (211, 212, 220), corresponding to the one or more lighting-parameters; 20
- characterized in that** the system further includes: 25
- one or more input switches (130), operably coupled to the controller (150).
 - a memory that is configured to store one or more sets of lighting-parameters (220); 30
- wherein the controller (150) is configured to:
- store the lighting-parameters to the memory based on a status of the one or more switches (130), and 35
 - recall the lighting-parameters from the memory based on the status of the one or more switches.
5. The system of any of claims 1-4, further including one or more lights (211, 212, 220) that are controlled by the lighting system (250), wherein the input device (1A-1E) preferably includes at least one (220) of the one or more lights (211, 212, 220). 40
6. The system of claim 1, wherein the input device (1A-1E) includes a track-ball (100), wherein the track-ball (100) preferably is configured to detect motion in three dimensions (101-103). 45
7. A method of controlling a lighting system (250), the method comprising the steps of: 50
- receiving input (310) from an input device (1A-1E) that is configured to detect motion in a plurality of dimensions (101-103), 55
 - mapping (320-335) the motion in each of the plurality of dimensions (101-103) to corresponding lighting-parameters, and
- communicating one or more of the lighting-parameters to the lighting system (250), to effect a change of lighting-effects at one or more lights (211, 212, 220), corresponding to the one or more lighting-parameters.
- characterized by**
- controlling (370) one or more feedback elements (120) that are configured to restrict the motion in one or more of the plurality of dimensions (101-103) in the input device (1A-1E) based on the lighting-parameters.
8. The method of claim 7, wherein the step of controlling (370) the one or more feedback elements (120) includes applying one or more rules associated with one or more of the lighting-parameters to determine an amount of restriction of the motion.
9. The method of claim 7, wherein the step of controlling (370) the one or more feedback elements (120) includes determining a difference between one or more of the lighting-parameters and one or more predefined lighting-parameters (220) to determine an amount of restriction of the motion.
10. The method of claim 7, further including the step of applying a force to the one or more feedback elements (120) to restrict the motion.
11. The method of claim 7, further including the steps of receiving (340-355) an other input from the input device (1A-1E), and, based on the other input, performing one of the following:
- selectively storing the lighting-parameters, and
 - selectively retrieving the lighting-parameters.
12. The method of claim 7, further including the step of controlling (365) one or more lights (211, 212, 220) in the input device (1A-1E) based on the lighting-parameters.
13. The method of claim 7, wherein the input device (1A-1E) includes a track-ball (100).
14. The method of claim 7, wherein the input from the input device (1A-1E) includes an indication of the motion in three dimensions (101-103).
15. The method of claim 7, further comprising the steps of
- receiving the one or more lighting-parameters at the lighting system (250), and
 - changing (365) the lighting-effects based on the one or more lighting-parameters.

Patentansprüche

1. Beleuchtungssteuerungssystem, das Folgendes umfasst:

- eine Eingangsanordnung (IA-IE), vorgesehen zum Detektieren einer Bewegung in einigen Dimensionen (101 - 103), und
- einen Controller (150), der zu den nachfolgenden Zwecken vorgesehen ist:

zum Abbilden der Bewegung in jeder der Dimensionen (101 - 103) auf entsprechenden Beleuchtungsparametern, und zum Übertragen eines oder mehrerer der Beleuchtungsparameter zu einem Beleuchtungssystem (250), und zwar zum Herbeiführen einer Änderung von Beleuchtungseffekten bei einer oder mehreren Leuchten (211, 212, 220) entsprechend dem einen oder mehreren Beleuchtungsparametern;

dadurch gekennzeichnet, dass

die Eingangsanordnung (1A - 1E) ein Rückkopplungselement oder mehrere Rückkopplungselemente (120) aufweist, das bzw. die zum Begrenzen der Bewegung in einer oder mehreren der Anzahl Dimensionen (101 - 103) vorgesehen ist bzw. sind, und der Controller (150) weiterhin zur Steuerung des einen Rückkopplungselementes oder mehrerer Rückkopplungselemente (120) auf Basis der Beleuchtungsparameter vorgesehen ist.

2. System nach Anspruch 1, wobei der Controller (150) zur Steuerung des einen Rückkopplungselementes oder mehrerer Rückkopplungselemente (120) auf Basis von:

- einer oder mehreren Regeln, die mit einem oder mehreren Beleuchtungsparametern assoziiert sind, und
- einer Differenz zwischen einem oder mehreren Beleuchtungsparametern und einem oder mehreren vorher definierten Beleuchtungsparametern (220) vorgesehen ist.

3. System nach Anspruch 1, das weiterhin das Beleuchtungssystem (250) umfasst.

4. Beleuchtungssteuerungssystem, das Folgendes umfasst:

- eine Eingangsanordnung (1A - 1E), vorgesehen zum Detektieren einer Bewegung in einer Anzahl Dimensionen (101 - 103), und
- einen Controller (150), der zu den nachfolgenden Zwecken vorgesehen ist:

zum Abbilden der Bewegung in jeder der Dimensionen (101 - 103) auf entsprechenden Beleuchtungsparametern, und zum Übertragen eines oder mehrerer der Beleuchtungsparameter zu einem Beleuchtungssystem (250), und zwar zum Herbeiführen einer Änderung von Beleuchtungseffekten bei einer oder mehreren Leuchten (211, 212, 220) entsprechend dem einen oder mehreren Beleuchtungsparametern;

dadurch gekennzeichnet, dass das System weiterhin Folgendes umfasst:

- einen oder mehrere Eingangsschalter (130), der bzw. die mit dem Controller (150) wirksam gekoppelt ist bzw. sind,
- einen Speicher, vorgesehen zum Speichern eines oder mehrerer Sätze von Beleuchtungsparametern (220);

wobei der Controller (150) zu den nachfolgenden Zwecken vorgesehen ist:

zum Speichern der Beleuchtungsparameter in dem Speicher, und zwar auf Basis des Zustandes des einen Schalters oder mehrerer Schalter (130), und zum Abrufen der Beleuchtungsparameter aus dem Speicher, und zwar auf Basis des Zustandes des einen Schalters oder mehrerer Schalter.

5. System nach Anspruch 1 bis 4, das weiterhin eine oder mehrere Leuchten (211, 212, 220) aufweist, die von dem Beleuchtungssystem (250) gesteuert werden, wobei die Eingangsanordnung (IA-IE) vorzugsweise wenigstens eine Leuchte (220) der einen oder mehrerer Leuchten (211, 212, 220) aufweist.

6. System nach Anspruch 1, wobei die Eingangsanordnung (1A - 1E) eine Rollkugel (100) aufweist, wobei die Rollkugel (100) vorzugsweise dazu vorgesehen ist, Bewegung in drei Dimensionen (101 - 103) zu detektieren.

7. Verfahren zum Steuern eines Beleuchtungssystems (250), wobei das Verfahren die nachfolgenden Verfahrensschritte umfasst:

- das Empfangen von Eingangssignalen (310) von einer Eingangsanordnung (1A - 1E), die zum Detektieren einer Anzahl Dimensionen (101 - 103) vorgesehen ist,
- das Abbilden (320 - 335) der Bewegung in jeder der Anzahl Dimensionen (101 - 103) auf entsprechenden Beleuchtungsparametern, und
- das Übertragen eines oder mehrerer der Beleuchtungsparameter zu einem Beleuchtungssystem (250).

system (250), und zwar zum Herbeiführen einer Änderung von Beleuchtungseffekten bei einer oder mehreren Leuchten (211, 212, 220) entsprechend dem einen oder mehreren Beleuchtungsparametern;

gekennzeichnet durch

Steuerung (370) eines oder mehrerer Rückkopplungselemente (120), vorgesehen zum Begrenzen der Bewegung in einer oder mehreren der Dimensionen (101 - 103) in der Eingangsanordnung (1A - 1E), und zwar auf Basis der Beleuchtungsparameter.

8. Verfahren nach Anspruch 7, wobei der Verfahrensschritt der Steuerung (370) des einen Rückkopplungselementes oder mehrerer Rückkopplungselemente (120) das Anwenden einer oder mehrerer Regeln, die mit einem oder mehreren Beleuchtungsparametern assoziiert sind, und zwar zum Bestimmen eines Begrenzungsmaßes der Bewegung. 15
9. Verfahren nach Anspruch 7, wobei der Verfahrensschritt der Steuerung (370) des einen Rückkopplungselementes oder mehrerer Rückkopplungselemente (120) das Ermitteln einer Differenz zwischen einem oder mehreren Beleuchtungsparametern und einem oder mehreren vorher definierten Beleuchtungsparametern (220) zum Bestimmen eines Maßes der Begrenzung der Bewegung. 25
10. Verfahren nach Anspruch 7, das weiterhin den Verfahrensschritt der Anwendung einer Kraft auf ein oder mehrere Rückkopplungselemente (120) zum Begrenzen der Bewegung umfasst. 30
11. Verfahren nach Anspruch 7, das weiterhin die nachfolgenden Verfahrensschritte umfasst: das Empfangen (340 - 355) eines anderen Eingangssignals von der Eingangsanordnung (1A - 1E), und, auf Basis des anderen Eingangssignals, das Durchführen eines der nachfolgenden Vorgänge: 40
 - das selektive Speichern der Beleuchtungsparameter, und 45
 - das selektive Abrufen der Beleuchtungsparameter.
12. Verfahren nach Anspruch 7, das weiterhin den Verfahrensschritt der Steuerung (365) einer oder mehrerer Leuchten (211, 212, 220) in der Eingangsanordnung (1A - 1E) umfasst, und zwar auf Basis der Beleuchtungsparameter. 50
13. Verfahren nach Anspruch 7, wobei die Eingangsanordnung (1A - 1E) eine Rollkugel (100) aufweist. 55
14. Verfahren nach Anspruch 7, wobei das Eingangssi-

gnal von der Eingangsanordnung (1A - 1E) eine Angabe der Bewegung in drei Dimensionen (101 - 103) umfasst.

- 5 15. Verfahren nach Anspruch 7, wobei dieses Verfahren die nachfolgenden Verfahrensschritte umfasst:

- das Empfangen des einen Parameters oder mehrerer Parameter im Beleuchtungssystem (250), und 10
- das Ändern (365) der Beleuchtungseffekte, und zwar auf Basis des einen Beleuchtungsparameters oder mehrerer Beleuchtungsparameter. 15

Revendications

1. Système de commande d'éclairage comprenant : 20

- un dispositif d'entrée (1A à 1E) qui est configuré de manière à détecter le mouvement en une pluralité de dimensions (101 à 103), et
- un contrôleur (150) qui est configuré de manière à :

affecter le mouvement en chacune de la pluralité de dimensions (101 à 103) à des paramètres d'éclairage correspondants, et communiquer un ou plusieurs des paramètres d'éclairage à un système d'éclairage (250) afin d'effectuer un changement d'effets d'éclairage à l'endroit d'une ou de plusieurs lumières (211, 212, 220) qui correspondent à l'un ou à plusieurs paramètres ;

caractérisé en ce que :

le dispositif d'entrée (1A à 1E) comprend un ou plusieurs éléments de rétroaction (120) qui sont configurés de manière à restreindre le mouvement en une ou plusieurs de la pluralité de dimensions (101 à 103) et **en ce que** le contrôleur (150) est en outre configuré de manière à commander l'un ou plusieurs éléments de rétroaction (120) sur la base des paramètres d'éclairage. 40

2. Système selon la revendication 1, dans lequel le contrôleur (150) est configuré de manière à commander l'un ou plusieurs éléments de rétroaction (120) sur la base de : 50

- une ou plusieurs règles qui sont associées à un ou à plusieurs paramètres d'éclairage, et
- une différence entre un ou plusieurs des paramètres d'éclairage et un ou plusieurs paramètres d'éclairage prédéfinis (220). 55

3. Système selon la revendication 1, comprenant en outre le système d'éclairage (250).

4. Système de commande d'éclairage comprenant :

- un dispositif d'entrée (1A à 1E) qui est configuré de manière à détecter le mouvement en une pluralité de dimensions (101 à 103), et
- un contrôleur (150) qui est configuré de manière à :

affecter le mouvement en chacune de la pluralité de dimensions (101 à 103) à des paramètres d'éclairage correspondants, et communiquer un ou plusieurs des paramètres d'éclairage à un système d'éclairage (250) afin d'effectuer un changement d'effets d'éclairage à l'endroit d'une ou de plusieurs lumières (211, 212, 220) qui correspondent à l'un ou à plusieurs paramètres ;

caractérisé en ce que le système comprend en outre :

- un ou plusieurs commutateurs d'entrée (130) qui sont couplés d'une manière praticable au contrôleur (150),
- une mémoire qui est configurée de manière à stocker un ou plusieurs ensembles de paramètres d'éclairage (220) ;

dans lequel le contrôleur (150) est configuré de manière à :

stocker les paramètres d'éclairage dans la mémoire sur la base d'un état de l'un ou de plusieurs commutateurs (130), et rappeler les paramètres d'éclairage à partir de la mémoire sur la base de l'état de l'un ou de plusieurs commutateurs.

5. Système selon l'une quelconque des revendications précédentes 1 à 4, comprenant en outre une ou plusieurs lumières (211, 212, 220) qui sont commandées par le système d'éclairage (250) dans lequel le dispositif d'entrée (1A à 1E) comprend de préférence au moins une (220) de l'une ou de plusieurs lumières (211, 212, 220).

6. Système selon la revendication 1, dans lequel le dispositif d'entrée (1A à 1E) comprend une boule roulante (100) où la boule roulante (110) est de préférence configurée de manière à détecter le mouvement en trois dimensions (101 à 103).

7. Procédé de commande d'un système d'éclairage (250), le procédé comprenant les étapes suivantes consistant à :

- recevoir l'entrée (130) en provenance d'un dispositif d'entrée (1A à 1E) qui est configuré de manière à détecter le mouvement en une pluralité de dimensions (101 à 103).

- affecter (320 à 335) le mouvement en chacune de la pluralité de dimensions (101 à 103) à des paramètres d'éclairage correspondants, et

- communiquer un ou plusieurs des paramètres d'éclairage au système d'éclairage (250) afin d'effectuer un changement d'effets d'éclairage à l'endroit d'une ou de plusieurs lumières (211, 212, 220) qui correspondent à l'un ou à plusieurs paramètres ;

caractérisé par l'étape suivante consistant à :

commander (370) un ou plusieurs éléments de rétroaction (120) qui sont configurés de manière à restreindre le mouvement en une ou plusieurs de la pluralité de dimensions (101 à 103) dans le dispositif d'entrée (1A à 1E) sur la base des paramètres d'éclairage.

8. Procédé selon la revendication 7, dans lequel l'étape suivante consistant à commander (370) l'un ou plusieurs éléments de rétroaction (120) comprend l'application d'une ou de plusieurs règles qui sont associées à un ou à plusieurs des paramètres d'éclairage afin de déterminer une quantité de restriction du mouvement.

9. Procédé selon la revendication 7, dans lequel l'étape suivante consistant à commander (370) l'un ou plusieurs éléments de rétroaction (120) comprend la détermination d'une différence entre un ou plusieurs des paramètres d'éclairage et un ou plusieurs paramètres d'éclairage prédéfinis (220) afin de déterminer une quantité de restriction du mouvement.

10. Procédé selon la revendication 7, comprenant en outre l'étape suivante consistant à appliquer une force à l'un ou à plusieurs éléments de rétroaction (120) afin de restreindre le mouvement.

11. Procédé selon la revendication 7, comprenant en outre les étapes suivantes consistant à recevoir (340 à 355) une autre entrée en provenance du dispositif d'entrée (1A à 1E) et, sur la base de l'autre entrée, à exécuter une des étapes suivantes consistant à :

- stocker sélectivement les paramètres d'éclairage, et
- récupérer sélectivement les paramètres d'éclairage.

12. Procédé selon la revendication 7, comprenant en outre l'étape suivante consistant à commander (365) une ou plusieurs lumières (211, 212, 220) dans le

dispositif d'entrée (1A à 1E) sur la base des paramètres d'éclairage.

13. Procédé selon la revendication 7, dans lequel le dispositif d'entrée (1A à 1E) comprend une boule roulante (100). 5
14. Procédé selon la revendication 7, dans lequel l'entrée en provenance du dispositif d'entrée (1A à 1E) comprend une indication du mouvement en trois dimensions (101 à 103). 10
15. Procédé selon la revendication 7, comprenant en outre les étapes suivantes consistant à : 15
- recevoir l'un ou plusieurs paramètres d'éclairage à l'endroit du système d'éclairage (250), et
 - changer (365) les effets d'éclairage sur la base de l'un ou de plusieurs paramètres d'éclairage. 20

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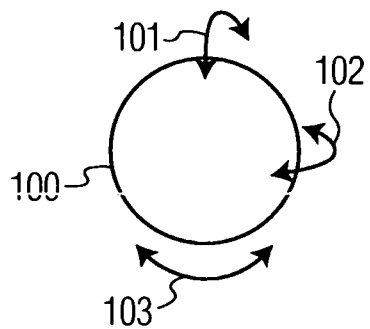


FIG. 1A

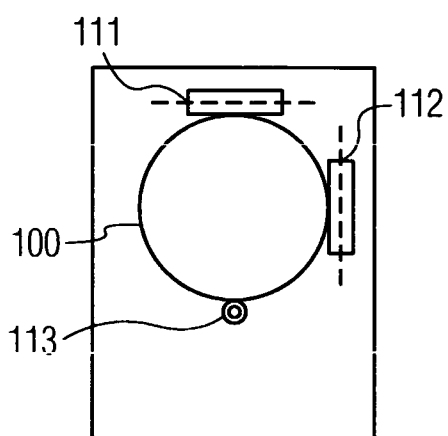


FIG. 1B

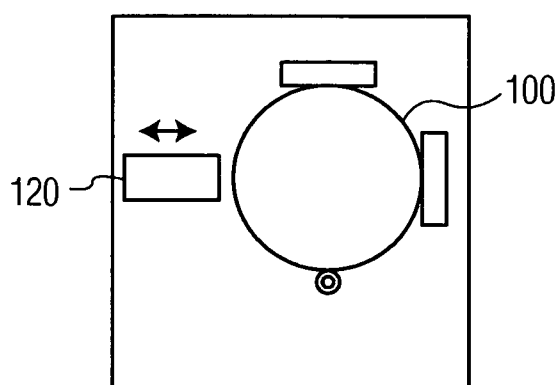


FIG. 1C

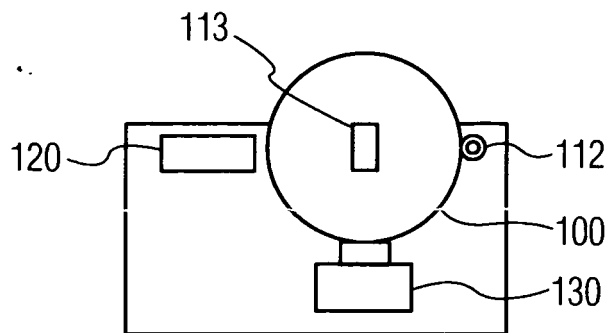


FIG. 1D

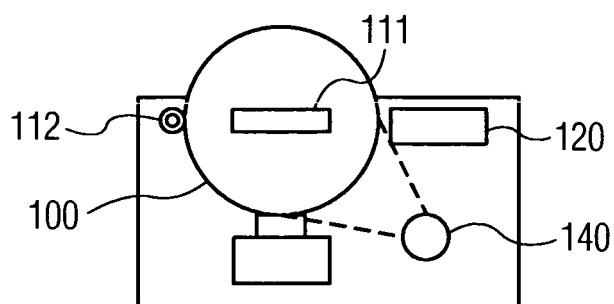


FIG. 1E

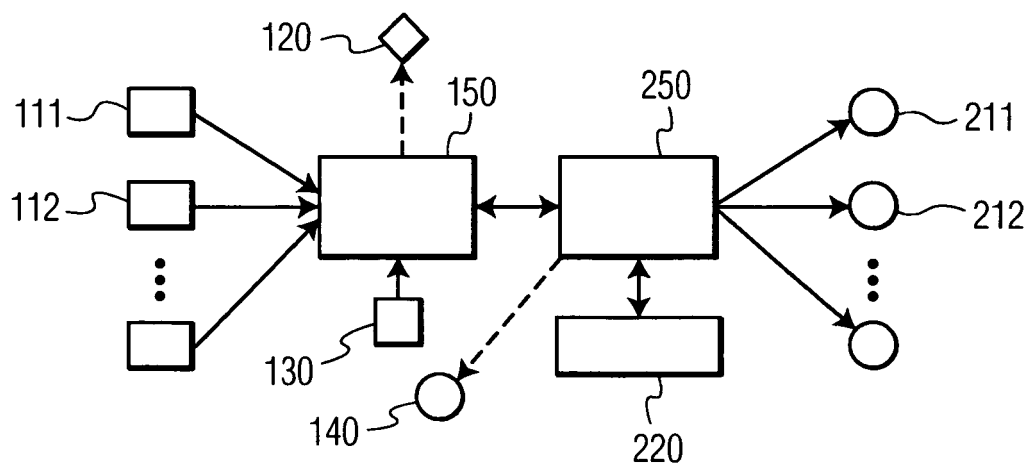


FIG. 2

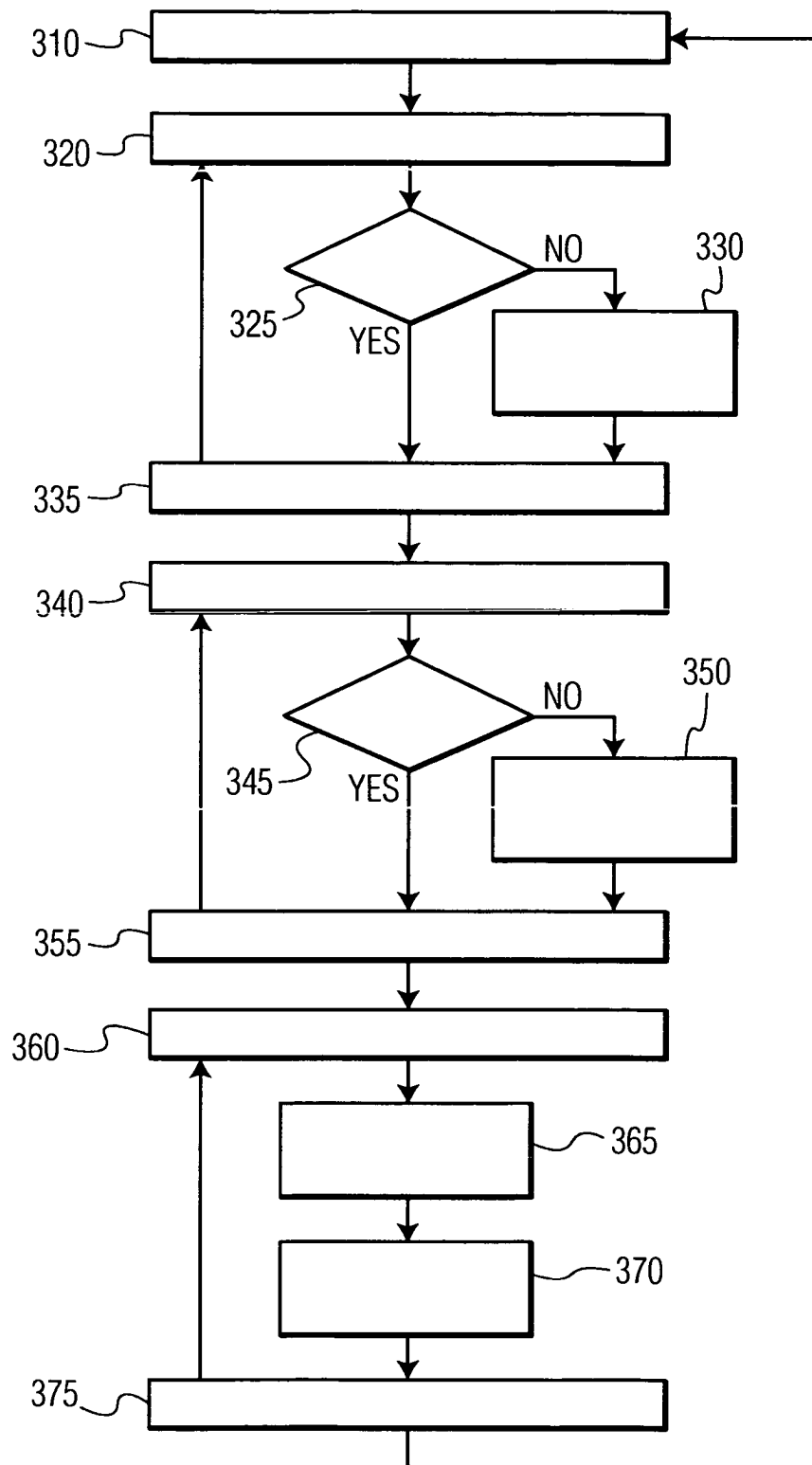


FIG. 3

REFERENCES CITED IN THE DESCRIPTION

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